

JUL 19 2006

Application No: 10/500,550  
Attorney's Docket No: NL 020004**CLAIM AMENDMENTS**

This listing of claims will replace all prior versions and listings of claims in the application.

**Listing of Claims**

1. (Currently amended) A method of scaling a three-dimensional model {100} representing a three-dimensional scene, into a scaled three-dimensional model {108} in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model {100}, characterized in that wherein scaling is based on properties of human visual perception of the viewer and wherein a first one of said properties of human visual perception is sensitivity to a discontinuity in the three-dimensional model in a dimension related to depth.
2. (Canceled)
3. (Currently amended) A method as claimed in Claim 1, characterized in that wherein a second one of the of said properties of human visual perception is sensitivity to a difference of luminance values between neighboring pixels of a two-dimensional view {312} of the three-dimensional model {100}.

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4. (Currently amended) A method as claimed in Claim 1, characterized in that wherein a third one of the of said properties of human visual perception is sensitivity to a difference of color values between neighboring pixels of a two-dimensional view (312) of the three-dimensional model (100).

5. (Currently amended) A method as claimed in Claim 2 Claim 1, characterized in that the method comprises a discontinuity detection step to detect comprising:

— detecting a C<sub>0</sub>-discontinuity (109-113) in the three-dimensional model (100) in the dimension which is related with depth.

6. (Currently amended) A method as claimed in Claim 3, characterized in that the method comprises of scaling a three-dimensional model representing a three-dimensional scene, into a scaled three-dimensional model in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model, comprising:

— a luminance contrast detection step to determinedetermining a particular luminance contrast value of a particular pixel with a neighboring pixel, with the particular pixel belonging to a two-dimensional image (312) which is a view of the three-dimensional model; and

— a luminance contrast dependent scaling step to scalescaling a depth value of an element which corresponds with the particular pixel on basis of the particular luminance contrast value.

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wherein a second one of said properties of human visual perception is sensitivity to a difference of luminance values between neighboring pixels of a two-dimensional view of the three-dimensional model.

7. (Currently amended) A method as claimed in Claim 4, characterized in that the method ~~comprises~~ of scaling a three-dimensional model representing a three-dimensional scene, into a scaled three-dimensional model in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model, comprising:

~~—a color difference detection step to determine~~ determining a particular color difference value of a particular pixel with a neighboring pixel, with the particular pixel belonging to a two-dimensional image (312) which is a view of the three-dimensional model; and

~~—a color difference dependent scaling step to scale~~ scaling a depth value of an element which corresponds with the particular pixel on basis of the particular color difference value,

wherein a third one of said properties of human visual perception is sensitivity to a difference of color values between neighboring pixels of a two-dimensional view of the three-dimensional model.

8. (Currently amended) A method as claimed in Claim 1, characterized in that the method ~~comprises~~ comprising:

~~— a range detection step to estimate~~ estimating a range of depth values in a portion of the three-dimensional model in the dimension which is related with depth; and

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- ~~a comparison step to compare~~ comparing the range of depth values with an output range of depth values.

9. (Currently amended) A scaling unit (200, 201, 203, 300) for scaling a three-dimensional model (100) into a scaled three-dimensional model (108) in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model, characterized in that the scaling unit (200, 201, 203, 300) is designed to scale on the basis of properties of human visual perception of the viewer wherein one of said properties of human visual perception is sensitivity to a discontinuity in the three-dimensional model in a dimension related to depth.

10. (Currently amended) An image display apparatus (400) comprising:

- receiving means (402) for receiving a signal representing a three-dimensional model (100);  
- a scaling unit (404) for scaling the three-dimensional model (100) into a scaled three-dimensional model (108) in a dimension which corresponds to a viewing direction of a viewer towards the three-dimensional model; and  
- display means (406) for visualizing a view of the scaled three-dimensional model (108), characterized in that

wherein the scaling unit (404) is designed to scale on the basis of properties of human visual perception of the viewer and one of said properties of human visual perception is sensitivity to a discontinuity in the three-dimensional model in a dimension related to depth.